The Peach Festival

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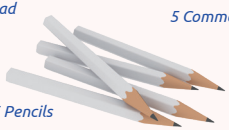
While the village sleeps, the clock strikes midnight, and faint glimmers appear on the previously empty streets. An ethereal market appears, along with ghostly merchants and customers ready to trade. The Peach Festival has begun! The precious items for sale include gold, gems, tea leaves, spices, antique chinaware, and the stunning peaches of immortality. These peaches are gifts from mother earth, growing once every three thousand years, and are widely sought after by those who attend the festival.

Peach Festival is freely inspired by the popular literary work 'Journey to the West', one of the greatest classic Chinese novels, which was published in the 16th century. This is a fast game set in this fantastic world where all players use the same dice roll to make their decisions. Their objective is to place ascending numbers within commodity columns in order to score points and create satisfying chain reactions. With plenty and diverse ways to score, the most successful merchant will be the winner!

Components

1 Market Sheet Pad

24 Request Cards



5 Pencils

5 Commodity Dice

Setup

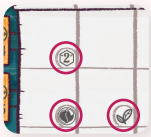
1. Remove one Market sheet from the pad for each player and place it in front of them along with 1 pencil.
2. Shuffle all the Request cards and create a face-down deck in the center of the table. Deal 2 cards to each player. Players then choose 1 card to keep face up in their area and place the remaining card at the bottom of the deck.
3. Each player must find the 2 small commodity symbols in the top right corner of their selected Request card and write a "0" onto their Market sheet in the topmost square for each of those indicated commodities.
4. Deal 2 Request cards face up to the middle of the table so that all players can see them. These are considered to be Common Request Cards.
5. Each player should write their name in the designated area in the top-right corner of their Market sheet.
6. Place the 5 Commodity dice within reach of all players.

Market Sheet Overview

Each player has the same Market sheet in front of them, and they will write on this sheet during each round of the game.

Commodities - Players will fill these columns in with numbers from top to bottom, following the Two Golden Rules on page 4.

Column Rewards - Each time players write a "3" and/or write on a crate space, they will mark the top of that column and may gain a Column Reward. These are explained on page 7.



Market Rewards - As players fill in their Commodities columns, they may gain access to the numerous Market Rewards shown. These are explained on page 8.

Solo Mode Track - This is only used when playing the solo mode, and that is explained on page 9.

Peaches - Players may eat Peaches to gain in-game benefits, and every uneaten Peach is worth 1 victory point at the end of the game. Players may gain new Peaches during the game by filling in the top-left-most empty spot. This is explained in greater detail on page 7.

Scoring Multipliers - Players will gain end-game points by using these Commodity scoring multipliers. This is explained on page 9.

Merchants - Players may hire these Merchants to gain Peaches as well as 2 victory points each.

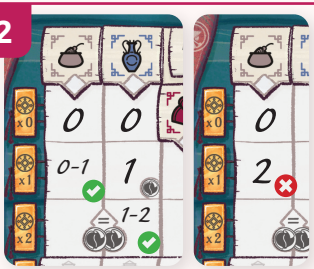
Completed Requests - At the end of the game, players will fill one box in this section for each Request card they have fulfilled, and they will gain 10 victory points for each.

Golden Rules

1

The first number written in a column must be a 0.

2



Each written number must be equal to, or exactly 1 higher, than the previous number in that column.

Request Cards

Request cards show specific goals each player will be working towards throughout the game. There will always be 2 Common Request cards dealt to the middle of the table during setup, and players will gain their own Request cards during setup as well as from Column Rewards.

Each Request card shows two rows of icons that illustrate a condition that must be met to fulfill the card. The top row is used in multiplayer games, and the bottom row is only used when playing solo.
There is a glossary explaining all Request card conditions at the end of this rulebook.

The Commodity icons in the top right corner are only used during setup, and show the Commodities the player will start with when they choose that card.
The number in the bottom right corner is a unique ID for the card, and is used for reference and as a turn order tie breaker.

Gameplay

The game takes place over multiple rounds, which each have 3 steps that are performed in order. All players will perform each step simultaneously before moving on to the next step.

Round Structure

1. **Roll Dice** - All dice are rolled by any player.
2. **Player Actions** - Each player simultaneously chooses to take Commodities from the dice or take one Peach.
3. **Check for game end** - If the endgame condition has not been met, then a new round begins with step #1.

Rolling Dice

Any player rolls all 5 Commodity dice in the middle of the table and positions the results so that all players can see them.

Player Actions

After the dice are rolled, each player must simultaneously choose to either **Take Commodities** or **Take a Peach.**

Take Commodities

There are 6 different types of Commodities on the dice, and the number of each that can be taken will vary from one round to the next.

All players must simultaneously perform the following steps:

1. Select one type of Commodity and count the number of die faces that show that icon. Players **are** allowed to select a Commodity that has 0 die faces showing its icon. Multiple players may select the same Commodity, there is no benefit or penalty for doing so.

Example: Using this roll, players must choose from the following options: 3 Tea Leaves, 1 Silk, 1 Spice, 0 Gems, 0 Gold, or 0 Chinaware.

2. Optionally eat **one** Peach to modify the selection. This is done by crossing out one filled-in Peach space in their supply in the bottom left of their sheet. Note that grey Peaches are not available until the player has filled them in, see the Take a Peach action for more details. Players begin the game with 2 unlocked Peaches and may gain more through actions and rewards. After eating a Peach, the player gains one of the following effects:
   - **Manipulate** - Increase or decrease the number of their selected Commodity by 1. The number may be decreased to 0.
   - **Impress** - Select a second Commodity from the current roll which is different from the Commodity chosen in step #1. They will use both of these Commodities in step #3.
   - **Barter** - Change the type of the selected Commodity without changing the number. Players **do not** increase the number, even if there are other dice of the bartered Commodity type in the roll. No dice are adjusted, so this only affects the player who ate the Peach for the bonus.
3. As long as their selection meets the Two Golden Rules (explained on page 4), the player will write the **exact** number of the selected Commodity in the top-most empty square of the associated column.
   Even after using a Peach effect, the Two Golden Rules must be followed for every number written on Market sheets.
4. Potentially gain Column and/or Market Rewards depending on the bonus icons where they wrote on their Market sheet, as well as the number that was written. The column rewards are explained on page 7, only the market rewards are on page 8.

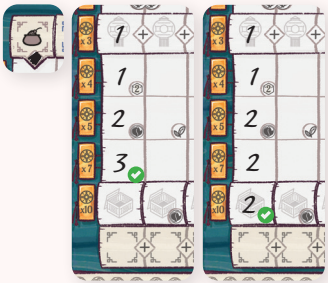
Take a Peach

The player may ignore the rolled dice and instead take 1 Peach. This is done by filling in the top-left-most empty Peach spot in their supply. If a player has no more empty Peach spots, then they don't gain anything. If the newly filled-in Peach spot meets either of these conditions, then gain the following benefits:

- **Next to a grey Peach spot in the same row** - Also fill in the grey Peach spot as a bonus. If there are multiple grey Peach spots in a row then fill them all in.
- **The final Peach spot in a row** - Gain the bonus shown to the right of that row. Either write any number (if it shows a ⊛) or a 2 into the top-most empty spot of any Commodity column. This must follow the Two Golden Rules.

Column Rewards

Each time a player writes a "3" onto any square and/or writes a number into the bottom of a column showing a crate icon, they **must** immediately mark the check box at the top of that column. They then may gain one of the following two Column Rewards:



- Cross out 1, 2, or 3 filled-in Peaches to draw the same number of Request cards from the deck. Choose 1 of these cards and place it face-up in front of the player, then place the remaining card at the bottom of the deck. In the very rare case that multiple players wish to draw cards and there are not enough in the deck, players will perform this action in ascending order based on the ID number on their most recently taken Request card.
- Hire the left-most un-marked Merchant by marking their icon. The player immediately gains the number of Peaches indicated on the marked Merchant. This reward may only be chosen up to 3 times per game.

If a player cannot gain either reward (due to not having any Peaches, the Request deck is depleted, or they have hired all 3 Merchants), then they gain no reward but still must mark the Column Reward check box.

Players may only gain 1 Column reward per turn, even if multiple column checkboxes were filled in on the same turn.

Market Rewards

Below are the Market Reward icons, along with an explanation of what they do when activated. Remember that **all** reward benefits must follow the Two Golden Rules. Some rewards allow players to fill in new squares, and if these also have Market Rewards in them then the player gains those rewards as well.

Rewards may be gained in any order.

Gain 1 Peach when any number is written in this square.

Gain 2 Peaches if the numbers in the squares to the immediate left and right are identical.

Roll 1 Commodity die and write any valid number into the top-most empty square in the column matching the die result. Be sure to roll the die after all the players have already completed their action for this round. If the rolled Commodity has no empty squares in its column, then the player may set the die to any face of their choice before writing a number.

Write the shown number into the top-most square of any column where this number is valid.

Write any valid number into the top-most empty square in the Spices column.

Write any valid number into the top-most empty square in the Tea Leaves column.

The Lantern Festival happens on the row showing these icons. There is no immediate reward for filling a Lantern Festival square, but during end-game scoring, the numbers written on these squares will be worth 4 times their value in points.

Check For Game End

The game ends immediately after the completion of a round where at least one player has marked 5 or more of their Column Rewards boxes. If this has not happened at the end of a round, then begin a new round by performing the Roll Dice step.

Final Scoring

Once the game has ended, players must perform final scoring by marking each of the following on their Market Sheets:

1. Sum all numbers in the Lantern Festival row and then multiply this number by 4. Write the result in the space provided to the right of that row.
2. For each Commodity column, find the number written in the square closest to, or on top of, the crate icon at the bottom. Then multiply this number by the multiplier shown on the left side of the Commodity grid that matches that number's row. Write this number in the space provided underneath each column. Sum these column scoring numbers and write the result in the space provided to the right of the bottom row.
3. For each fulfilled Request card, mark one box in the associated area in the bottom-right of the player's Market sheet. A card is fulfilled depending on the condition shown, and in the case of a tie, all tied players are considered to have fulfilled it.
   Players may fulfill their own Request cards as well as the 2 Common Request cards in the middle of the table. A maximum of 8 Request cards may be fulfilled. Multiply the number of fulfilled Request cards by 10 and write the result in the space provided to the right of this area.
4. Count the number of hired Merchants and multiply this number by 2. Write the result in the space provided to the right of this area.
5. Count the number of uneaten filled-in Peaches in the player's supply and write this number in the space provided near the bottom-right of the Market sheet.
6. Sum the written numbers from scoring steps #1 - 5 and write the result in the space provided in the bottom-right corner of the Market sheet. This is that player's final score!

The player with the highest final score wins the game. If there is a tie, then the tied players share the victory.

Solo Mode

Follow the multiplayer setup procedures without any changes.

Difficulty Levels

Each solo game is played over the course of a specific number of rounds. Before the first round, the player must decide which difficulty level they wish to play against.

- Easy (green) - 17 rounds.
- Medium (orange) - 15 rounds.
- Hard (red) - 13 rounds.

Solo Gameplay

The solo game is played using the multiplayer rules with the following changes:

Round Tracking

Before rolling dice each round, mark the top-most empty circle on the turn track that is on the left edge of the Market sheet. If there is a Market Reward showing in this circle, then the player may immediately gain that reward.

During the first round of the game, mark the circle showing the color associated with the player's chosen difficulty level.

Solo Column Rewards

Both Column Reward options are modified when playing the solo mode.
Each time the player marks a Column Reward box, they choose one of the following two reward options:

- Eat 2 Peaches to then take one of the 2 Common Request cards and place it with the player's other taken Request Cards. Discard the other Common Request card and then draw 2 new cards from the deck, which are now both considered to be Common Request cards.
- Hire the left-most un-marked Merchant by marking their icon. The player immediately gains the number of Peaches indicated on the marked Merchant. The player must then remove both of the current Common Request cards, placing them in the box. Then draw 2 cards from the deck and place them faceup, these are considered to be Common Request cards. This reward may only be chosen up to 3 times per game.

Check For Game End

If the bottom-most turn track circle hasn't been filled in, then proceed to the next round by marking the top-most empty circle on the turn track and rolling the dice. If the bottom-most turn track circle has been filled in then the game ends immediately, and the player must then perform final scoring.

Final Scoring

Follow all multiplayer Final Scoring rules with the following two exceptions:

- The player **does not** check to see if they fulfilled either of the Common Request cards. Only cards taken by the player are eligible for final scoring fulfillment.
- Only use the bottom row of condition icons on each Request card.

Record your difficulty level and final score. Try to beat your previous scores each time you play the solo game!

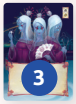
Request Cards Glossary

Multiplayer: Have the most Spices squares filled in with any numbers.

Solo: You must fill at least 7 Spices squares.

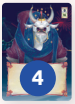
Multiplayer: Have the most Chinaware squares filled in with any numbers.

Solo: You must fill at least 7 Chinaware squares.



Multiplayer: Have the most Silk squares filled in with any numbers.

Solo: You must fill all of the Silk squares.

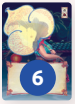


Multiplayer: Have the most Tea Leaves squares filled in with any numbers.

Solo: You must fill all of the Tea Leaves squares.

Multiplayer: Have the most Gems squares filled in with any numbers.

Solo: You must fill all of the Gems squares, and there must be a “3” written in the Gems column.

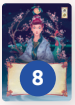


Multiplayer: Have the most Gold squares filled in with any numbers.

Solo: You must fill all of the Gold squares, and there must be a “3” written in the Gold column.

Multiplayer: Have the most combined Spices and Gold squares filled in with any numbers.

Solo: You must fill at least 12 squares from the Spices and Gold columns combined.



Multiplayer: Have the most combined Silk and Chinaware squares filled in with any numbers.

Solo: You must fill at least 12 squares from the Silk and Chinaware columns combined.

Multiplayer: Have the most combined Tea Leaves and Gems squares filled in with any numbers.

Solo: You must fill at least 12 squares from the Tea Leaves and Gems columns combined.

Multiplayer: Have the least points scored from the Lantern Festival row.

Solo: Score 32 or fewer points from the Lantern Festival row.

Multiplayer: Have the most uneaten Peaches.

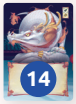
Solo: Have at least 7 uneaten Peaches.

Multiplayer: Have the most eaten Peaches.

Solo: Eat at least 18 Peaches.

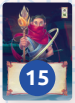
Multiplayer: Have the largest group of adjacent squares with the number “1” written in them. This group may cross over multiple columns.

Solo: Have at least 5 adjacent squares with the number “1” written in them. This group may cross over multiple columns.



Multiplayer: Have the most squares with the number “0” written in them.

Solo: Have at least 8 squares with the number “0” written in them.



Multiplayer: Have the most rows that have numbers in all of their squares.

Solo: Have at least 5 rows that have numbers in all of their squares.

Note that some rows have more squares than others, and all rows are taken into account for this request.

Multiplayer: Have the longest Perfect Sequence of adjacent squares.

A Perfect Sequence begins with a square with any number written in it and proceeds to an adjacent square (crossing columns is allowed) which is exactly one number higher. The same square may not be used more than once within a sequence.

Solo: Have a Perfect Sequence that is at least 5 squares long.

Multiplayer: Have the largest group of adjacent squares with the number “2” written in a single row.

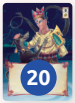
Solo: Have at least 5 adjacent squares with the number “2” written in them in a single row.

Multiplayer: Have the least number of empty squares within the Commodity columns.

Solo: Have 12 or fewer empty squares within the Commodity columns.

Multiplayer: Have the most filled squares with the crate icon.

Solo: Fill at least 2 squares with the crate icon.



Multiplayer: Have the most points scored from the Lantern Festival row.

Solo: Score 36 or more points from the Lantern Festival row.

Multiplayer: Have the most hired Merchants.

Solo: Hire at least 2 Merchants.

Multiplayer: Have the most total points gained from scoring all Commodity columns.

Solo: Score at least 120 points from all Commodity columns.

Multiplayer: Have the highest score from a single Commodity column.

Solo: Have at least one Commodity column score exactly equal 21 or 28 points.

Multiplayer: Have the highest number written in any square.

Solo: Have at least one “4” written into any square.

Credits

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Thanks to the Support of:
Cristina Bisi and Luis González

Digital Rules

Digital rulebook available at
thundergryph.com/rulebooks

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